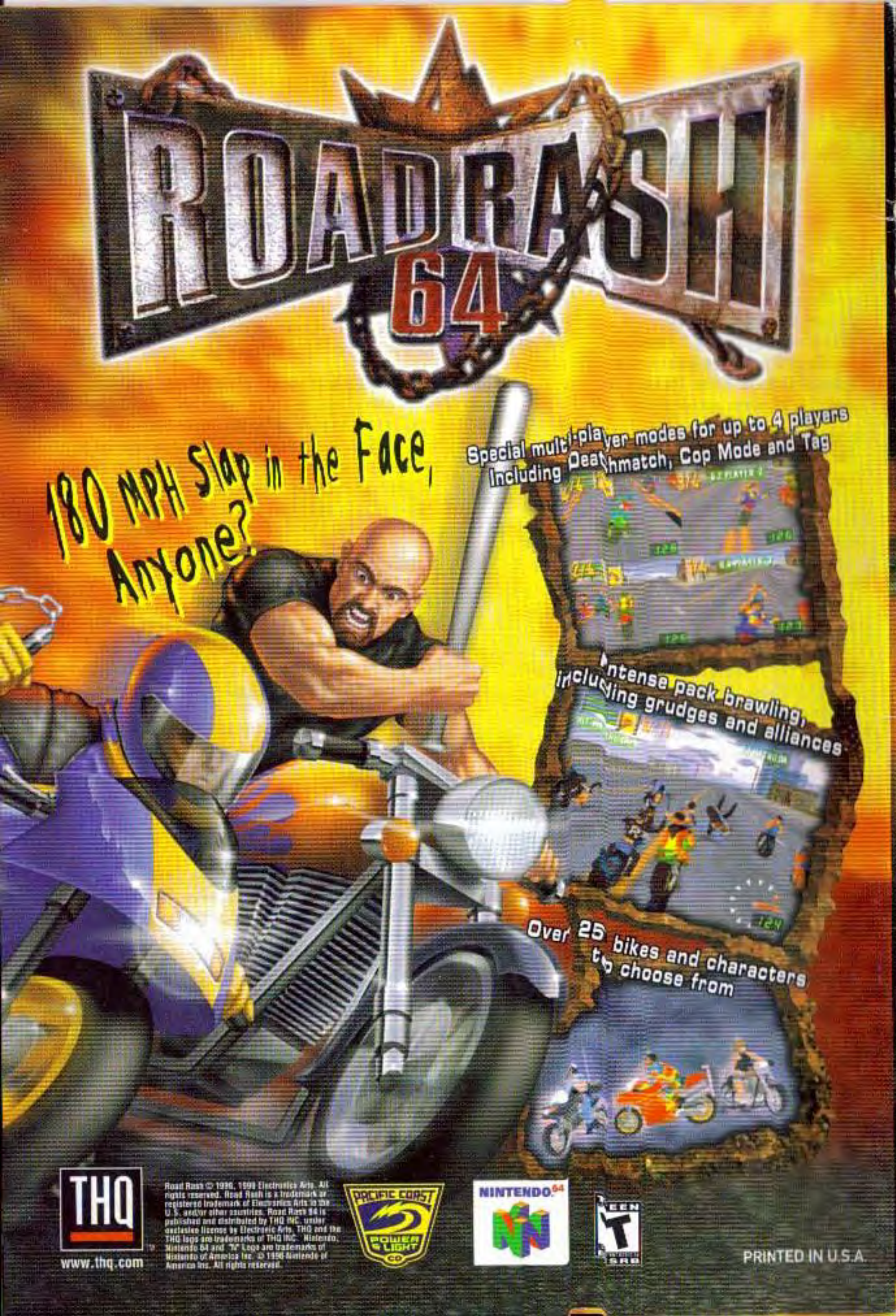
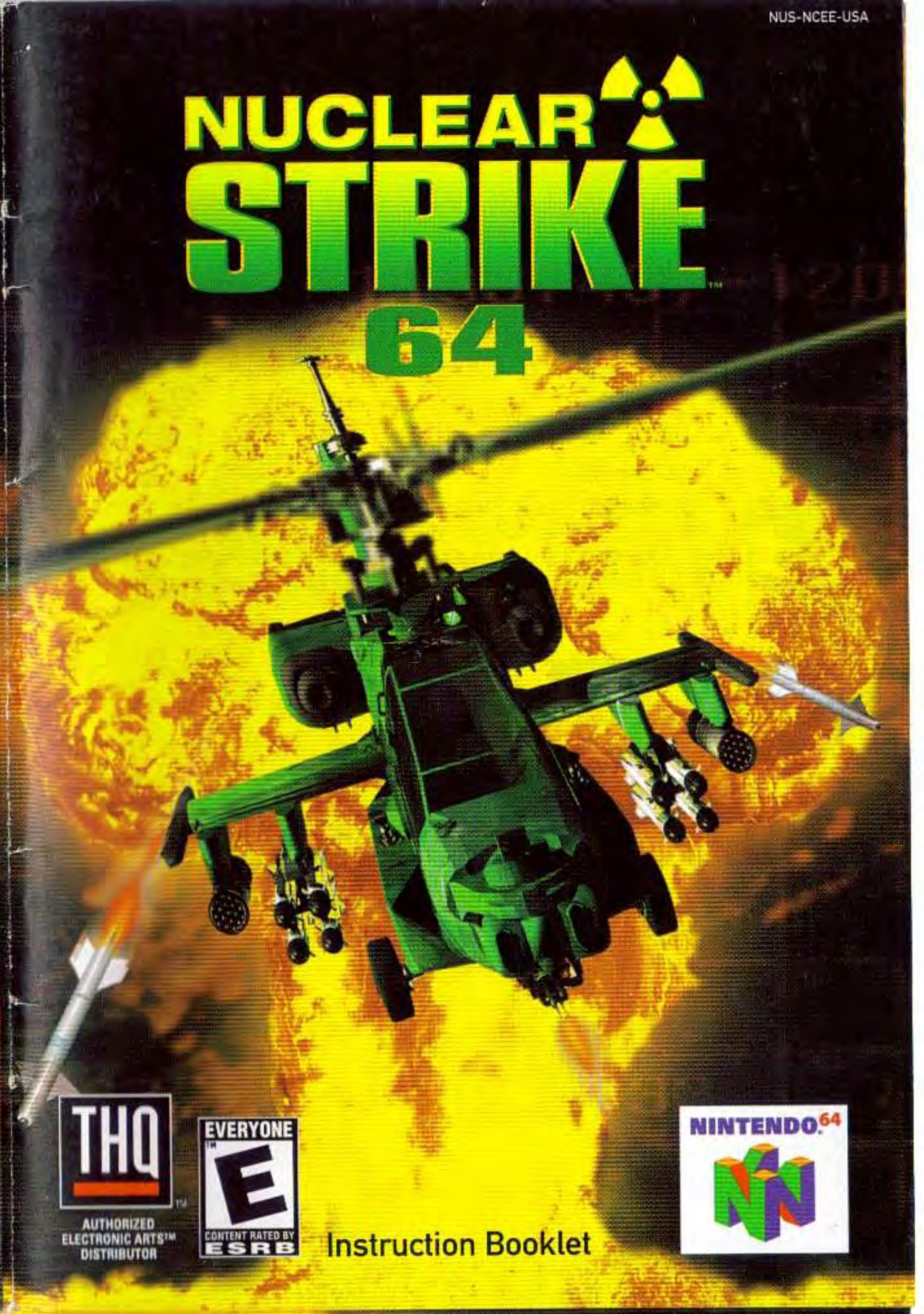


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CONTENTS

INTRODUCTION: WELCOME TO NUCLEAR STRIKE™

Nuclear devices come in all shapes and sizes. So do the lunatics who use them. Anyone who tells you the threat of thermo-nuclear war is over is a fool, an enemy, or both.

Nuclear Strike™ 64 puts the fate of the world in your hands. You are part of the Strike Team, an international special operations unit whose covert missions are unregulated by any government. It is their job to keep WWIII from becoming a reality.

Today, the Strike Team faces its toughest job yet: Stop suspected nuclear terrorist and ex-CIA Intelligence Officer Colonel LeMonde from destroying the world. Colonel LeMonde is rumored to have stolen a tactical nuclear device and is currently positioning forces deep within the jungles of Southeast Asia. Given the man's profile, the Strike Team suspects LeMonde will not hesitate to detonate the weapon once his troops are at full force and his position solidified.



Your mission: Find this madman before he can unleash his terror on the world.



Control Stick Function

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.



When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

Holding the Nintendo® 64 Controller

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.



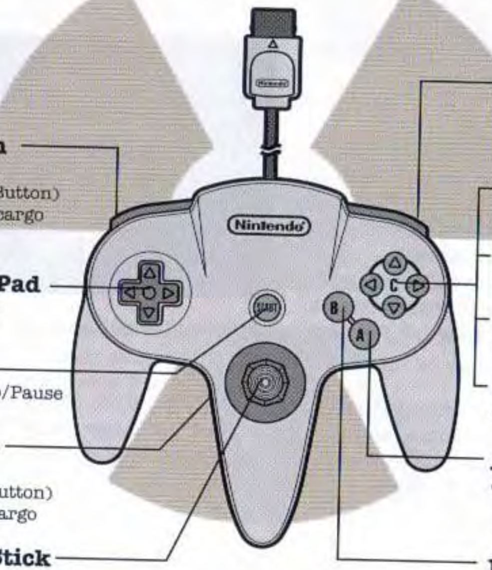


Connecting the Nintendo® 64 Controller

Nuclear Strike™ 64 is a one player game. Connect a controller to the socket on the far left front of the control deck (as shown at right). This socket is the default player one controller.

Throughout the game, you will be given the opportunity to operate a variety of military attack vehicles. Although your primary vehicle is the Apache Helicopter, the controls used to operate each vehicle are the same.

Default Controls



There are three other controller configurations you can choose from. You can access and view them through the OPTIONS choice at the Main Menu.

MAIN MENU

After the title screen appears, press any button to get to the Main Menu.

Use either the Control Stick or the +Control Pad to scroll through and highlight available options on any menu screen in the game. Press the A Button or START to accept an option. Press the B Button to return to the previous screen or menu.

New Game

Choose this option if you're starting from the beginning.



Load Game

Choose this option if you have previously saved your game and wish to begin where you left off. Select a game to load and press the A Button. You must have a Controller Pak™ inserted into your controller in order to either save or load a game. (See page 19 for Controller Pak information.)

Options

Go to this screen to change the controller configuration, adjust sound effects and music volume, adjust difficulty setting, alter game resolution (available only if a memory Expansion pak is used), input game codes, or inspect the team credits.

THE LEVELS



Nuclear Strike™ 64 is a mission-based game that requires careful resource management, intelligent planning, and overall consummate skill. You must successfully complete certain objectives or missions within each level in order to progress. Complete a mission, and you move one step closer to LeMonde. You receive only three chances, or attempts, to make it through this game, so plan your strategies well.

At the beginning of each level, you'll be given a mission briefing. The briefing appears as text in a menu screen and explains exactly what needs to be executed in order to progress.

Press the A Button to start the level. You can review the briefing once you have started the level while on the Map Screen.

You'll be prompted to insert a Rumble Pak™ at the beginning of each level, but will not be required to do so in order to play the game. (See page 19 for Rumble Pak information.)

Map Menu Bar



Nuclear Strike™ 64 contains an unbelievable amount of terrain. You'll have to cover just about all of it in order to complete the game. To help you find your way, there is a map of each level.

You can access the map of the current level at any time during gameplay by pressing START.

Use the map to locate mission objectives, enemies, and assets. Highlight one of the three options at the top of the Map Screen to find its position on the map.

Mission

When highlighted, the Mission option in the Map Screen shows you where you must go on the map in order to complete an objective. This objective, represented in blue, may be a single dot or may be several dots. You may have to switch vehicles, pick up a POW, or target a specific enemy. Be careful – you may have to complete more than one objective per mission.

Enemies

Highlight this portion of the Map Menu Bar to locate enemies. Enemies appear as red dots. You can scroll through different enemy types and find their location by moving the Control Stick ↑/↓.

Assets

Go here to locate armor, fuel, ammunition, LZ's (Landing Zones), and your Home Base. Land in an LZ to either drop off vehicle passengers or switch vehicles. You can land on the Home Base only at the end of a level when all objectives have been successfully completed

General Map Hints

- Your vehicle appears as a white arrow on the map, pointed in the direction you are headed.
- You can review your level briefing while on the Map Screen by pressing the A Button.
- Press the Z Button to move to a menu where you can adjust the volume of the game or quit.
- Press START to exit the Map Screen and return to gameplay.
- Friendly mission objectives (like allies) are light blue.
- Mission-based enemies are dark blue (other enemies are red dots.)

HEAD UP DISPLAY (HUD)



The enemies you'll face in **Nuclear Strike™ 64** are dedicated and relentless. You'll need to be on your highest guard in order to survive. The Head Up Display (HUD) will help you locate mission objectives, enemies, and assets during gameplay. It will also show how much ammo, fuel, and armor you have left.

Radar Screen

Located in the lower left corner of the screen, the Radar Screen shows where objectives, enemies, and assets are in relation to your vehicle. As within the Map Screen, mission objectives appear in blue, enemies are red, and assets are green. Neutral objects appear in white.

Vitals

Your vehicle's vitals (Fuel and Armor) are shown on the left side of the screen. This section of the HUD also shows the number of people you have aboard a vehicle (Load) and how many lives you have remaining (Atmp.). Passengers picked up in a Strike vehicle need to be dropped off at an LZ (Landing Zone), locatable on the Map Screen.

Ammunition

Located on the right side of the screen, this section of the HUD shows how much ammunition (guns, rockets, missiles, and wingtip missiles) you have remaining. You will need to keep your weapons full if you hope to win this battle.



Waypoint Compass

The Waypoint Compass is arguably the most important feature on the HUD. When you select an item on the Map Screen and return to gameplay, a white arrow appears on the HUD compass, pointing you in the direction of the selected item.

Intel

At certain times during gameplay, special mission instructions appear at the bottom of the screen.

Reticle

Although not technically part of the HUD, the automatic reticle system is a very valuable tool. When an enemy has been targeted by a Strike vehicle, a green reticle appears around the enemy. As damage is inflicted, the reticle will change color from green to orange to red. When the reticle is red, the enemy is close to being defeated. You can cycle the reticle among on-screen enemies by using the right C Button.

As a member of the Strike Team, your ability to operate military attack vehicles is formidable. It's a good thing too, because you'll need all of your expertise and knowledge to make it through this ordeal alive. In **Nuclear Strike™ 64**, you'll be controlling more than ten different attack vehicles. It's time to test your years of training.

If you need to switch vehicles during a mission, simply position your current vehicle over an LZ (landing zone) and the computer takes over until the switch is complete.

Note: Not all vehicles are available for every mission.



SUPER APACHE

A medium attack chopper useful in nearly all military operations. Fires a chaingun, Hydra rockets, Hellfire missiles, and Squire Super wingtip missiles.



SEA APACHE

Similar to the Super Apache but slightly smaller. Fires a chaingun, Hydra rockets, Penguin missiles, and Harpoon wingtips.



AV-8 SEA HARRIER

A fighter jet that packs an unbelievable amount of firepower. Uses a 30mm gun, Mantra rockets, and torpedo wingtips.



PACV HOVERCRAFT

Nearly indestructible, the Hovercraft is ideal for travel on land close to the action. Fires a machine gun and 40mm cannon.



MI-HX ABRAMS TANK

A large tank – slow but steady and resilient. Uses a 100mm cannon.



BRADLEY APC

A light tank often used to transport personnel. Fires a 50mm gun.



A-10X PROTOTYPE WARTHOG

A large attack fighter plane useful for quick sweeps. Uses a 50mm cannon and Sidewinder rockets.



AH-6

A small news chopper. Good for covert operations – quick and agile. Has a 7.62mm machine gun, smoke grenade rockets, and tear gas missiles. Upgradable to accommodate wingtips later in the game.



AH-1W SUPER COBRA

The third in the line of medium attack vehicles. Fires a machine gun, Hydra rockets, Stinger missiles, and APR Taser wingtip missiles.



RAH-66 COMANCHE

A medium-sized stealth chopper. Silent and deadly. Uses a 30mm chaingun, Hydra rockets, Hellfire missiles, and Squire Super wingtip missiles.



MI-28 HAVOC

A large attack chopper with unbelievable firepower. Fires a chaingun, Hydra rockets, TOW missiles, and APR Taser wingtip missiles.



HOKUM

A large attack chopper that can easily take out tanks. Uses a chaingun, Hydra rockets, TOW missiles, and APR Taser wingtip missiles.

Assets refer to ammunition, armor, fuel, LZ's, and Home Base.

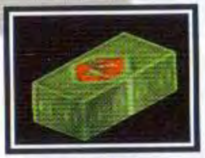
During the game you'll need to monitor your vehicles' vitals and ammo supply via the HUD. Should you run low, search for extra fuel, armor, and ammo on the Map Screen.



Fuel



Ammo



Armor



Wingtips

Collecting Assets

Once you have located an asset using the Map Screen and Waypoint Compass, you need to fly to the asset and collect it. Once you have reached the asset, position your vehicle's shadow directly over it. The computer will automatically deploy a "winching mechanism" once you are correctly positioned and the asset will be pulled into your vehicle. You cannot pick up any assets while in the Harrier, the Warthog, or any ground vehicle.

Changing Vehicles

You can switch vehicles by positioning your primary vehicle's shadow over a LZ (Landing Zone) near the secondary vehicle. The computer will take over when you are lined up correctly. If a LZ is not available, you are not able to change vehicles. Sometimes you may need to complete certain objectives before you can switch.

Once operating a secondary vehicle, you can switch back into your primary vehicle by: a) pressing both the L and R button simultaneously, or b) landing at a new LZ that will appear near your primary vehicle when you have first switched into the secondary vehicle.

Pressing L and R Buttons simultaneously will initiate a self-destruct timer on the secondary vehicle. After it is destroyed, you will be picked up by your primary vehicle. Use this method to switch vehicles if you are not near a LZ.

LeMonde's forces come in all shapes and sizes. You'll have to know their strengths and weaknesses well if you hope to survive.



CHAPARRAL

A medium mobile SAM (Surface to Air Missile) launcher.



WARRIOR

Heavy APC. A medium-light tank. Aggressive.



GANEF (Gainful Missile Launcher)

A large mobile missile launcher.



T55

A medium-sized tank. Similar to the IWARR, but slightly quicker.



RAPIER

Surface to Air Missiles. Quick and deadly if they connect.



Submarine

Water-going vessel packed with firepower. Hard to spot.



T-80 RAZORTANK
A large and resilient tank. Tenacious and tough.



DUSTER
A medium tank slightly quicker than either the Warrior or T-55.



APC
Enemy troop transporter.



SHIVA'S DAGGER
A nuclear launch pad. Need we say more?

The characters you meet in Nuclear Strike™ 64 are an eclectic bunch indeed. Most are enemies. Some are allies. And a few might just be both. Discretion and caution are strongly advised.

Colonel LeMonde
Former CIA Intelligence Officer, LeMonde is known to be a ruthless killer. Contemporaries regard him as either a genius or insane. Sources report LeMonde is currently terrorizing the Southeast Asian country of Indocine. He has most recently been linked to the theft of a tactical nuclear device.

Napoleon Hwong
Heads the South Sea criminal organization known as Octad. Has a history of collaborating with LeMonde in illegal arms transactions.

Kym-Zung Lee
Current President of North Korea residing in Pyongyang. Attempting to organize the union of North and South Korea. Code-named HAWK for his constant surveillance.

"Cold" Harding Cash
Ace mercenary available for hire. Skilled at just about everything – especially espionage and assassination. Pricey, but worth it. Has a successful record against Hwong.

Naja Hana
Freedom fighter and leader of the resistance in Indocine against LeMonde. Experience with guerrilla warfare. A possible ally.

General Earle

Earle is the Commanding Officer of the Strike Team whose life mission is to protect the free world from would-be terrorists. He is the guiding voice behind every operation.

Hack

A communications officer and computer expert, Hack can get into just about any mainframe or server.

Andrea

Spin Doctor and Psych-Ops Officer for the Strike Team. Andrea is quick-thinking and has valuable connections all over the globe. She specializes in spinning politically sticky issues into sanitized news stories.

You can review the Strike Team bios by pressing the Z Button at the beginning of a mission.

SURVIVAL TIPS

- Assets are sometime hidden inside structures or vehicles.
- Be careful – using too much firepower may destroy assets and other loads.
- Conserve resources. Waste nothing.
- Be sure to position your vehicle properly when targeting an enemy; sometimes head-on isn't the best way to take on a battle.
- Be sure to use the Jink controls (Z Button/R Button/L Button) to dodge enemy fire.
- Try Jettisoning explosive cargo on enemies if you are in a vehicle that lacks firepower.

Controller Pak™



Nuclear Strike™ 64 is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully.

Nuclear Strike™ 64 supports swapping of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.

Rumble Pak™



Nuclear Strike™ 64 is compatible with the Rumble Pak accessory. Before using the Rumble Pak, read its instruction booklet carefully. Nuclear Strike™ 64 supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please turn the Control Deck OFF before doing so.

Expansion Pak™

Nuclear Strike™ 64 is compatible with the Expansion Pak. If you have one inserted, you will have the option on the Audio/Visual screen to run in Medium resolution. You will also benefit from improved frame rates as the game has been optimized to use the additional memory.

CREDITS

THQ
President and CEO
Brian Farrell

VP Product Development
Michael Rubinelli

Chief Creative Officer
Steve Ryno

Executive Producer
Scott Krager

Director of Quality Assurance
Donn W. Nauert

Producer
Gabriel Jones

Associate Producer
Andrew Brown

Lead Tester
Erik Van Rooy

Product Manager
Rachel Silverstein

Associate Product Manager
Greg Donovan

Testers
Byron Guerrero, Michael Sparks, Bobby Silver, Chris Collazo, Greg Manley, Christian Lee, James Ritchie, Gregg Nakawatase, Mike Lee, Tim Grimaud, Robert Floyd

Special Thanks
Dave Hoffman, Leland Mah, Jon Osborn, Bob Baummeister, Carolina Beroza, Skot Travis, John Manley, Michael Becker, Aaron McClay, Spanky Pava

PCP&L
President and CEO
Don Traeger

Project Lead and Senior Engineer
Paul Hellier

Lead Programmer
Lisa Ching

Lead Artist
Jenifer Bacon

Programmer
Darian Wesolowski

Additional Programming
Cory Ondrejka, Eu-Ming Lee, Blake Brown, John Brooks (Blue Shift Inc.), Doug Snyder (Blue Shift Inc.), Richard Foge

Artist
Richard Bering

Additional Art
Ken Proudfoot, Ryan Paul, Stephen Tang, Jef Shears

Lead Design
Tony Barnes

Level Design
Richard Foge, Cormac Russell

Music Score and Sound Effects Conversion by Goldman Productions

Original Music Score
Mike Pummell

Sound Effects and Conversions
Mike Tekulve

Audio Produced by
Rich Goldman

Additional Voice Talent
John Grigsby

Executive Producer
Don Traeger

Net and Office Administration
Sarah Smith

Testing
Chris Thornton, Shauna Ratliff

VP of Development
Dennis Harper

Art Director
Jenifer Bacon

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